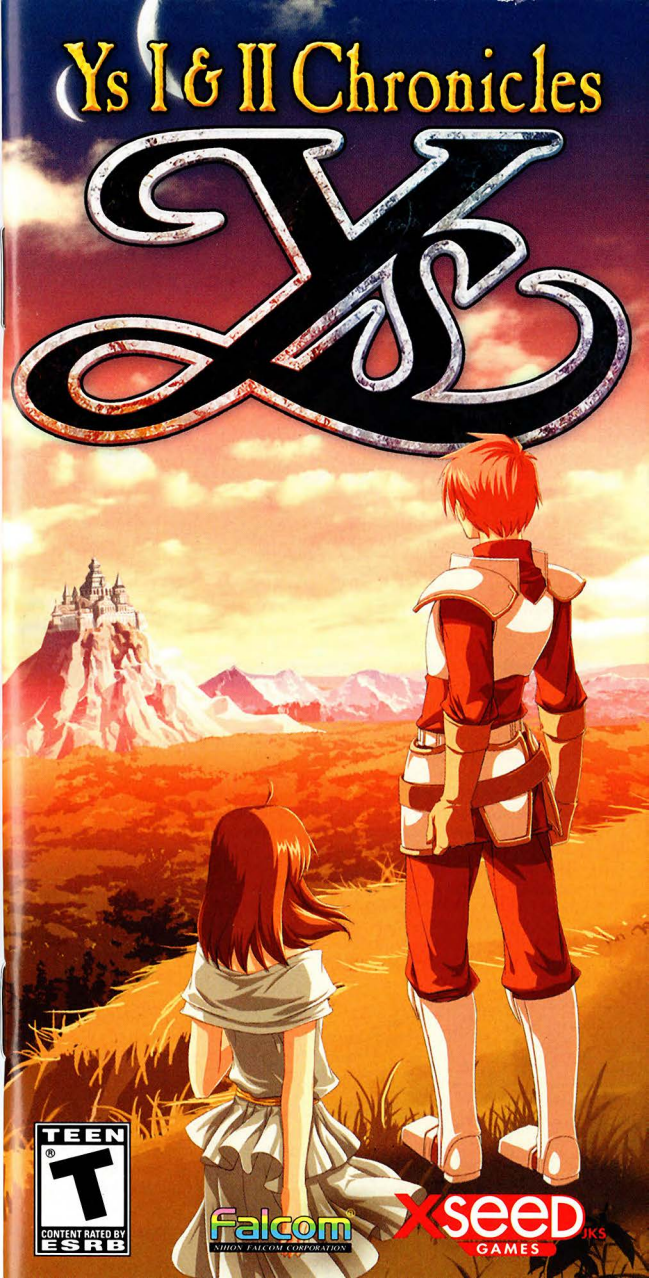
Ys I & II Chronicles



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CONTENT RATED BY ESRB

Falcom
NIHON FALCOM CORPORATION

XSEED GAMES
JKS

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

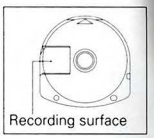
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

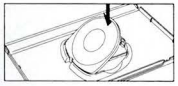
Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.



Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

Ys I & II Chronicles

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Reah's Trusty Field Manual:
A Complete Guide to *Ys I*
(turn this manual upside down & read from the back)

Getting Started

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover (PSP-1001) or pull open the disc cover manually (PSP-2001, PSP-3001).

Insert the ***Ys I & II Chronicles*** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the ⊗ button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is in use.

Memory Stick Duo™

Warning! Keep Memory Stick Duo™ media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo™ or Memory Stick PRO Duo™ (hereafter "Memory Stick") into the Memory Stick Duo™ slot of your PSP® system. You can load saved game data from the same Memory Stick or any Memory Stick containing previously saved games.

System Data (unlockables, etc.) is AUTO-SAVED during gameplay, so make sure you have a functional Memory Stick inserted in your system prior to launching the game.

Each Memory Stick may contain one System Data file, but may contain any number of individual Game Data files (as many as will fit on the medium). PLEASE NOTE that at least 128 KB of free space is needed on the Memory Stick for System Data, while an additional 576 KB is needed for each Ys I Game Data file and an additional 448 KB is needed for each Ys II Game Data file.

Once progress is made during a gameplay session, it is recommended that you save your game to avoid the loss of this progress. See the "Saving" section on page 16 for details.

PLEASE NOTE that screenshots displayed in this manual may differ slightly from actual in-game footage.

Basic Gameplay

The diagram below identifies the individual buttons on the PSP® (PlayStation® Portable) system and their basic use in the game.

Directional buttons/Analog stick:
- Move Adol
- Select an option (on menu)
- Attack enemies (see "Combat" on next page)
- Speak to other characters (just run into them!)
- Examine objects (just run into them!)

⊗ button:
- Accept highlighted option (on menu)
- Advance text normally (during dialogue)
- Use magic (Fire, Return, or Time) **Ys II only**

○ button:
- Cancel/Go back (on menu)
- Advance text quickly (during dialogue)
- Hold to toggle walk/run

△ button:
- Use equipped item (Note: Generally unavailable during boss fights)

□ button:
- Open ITEM screen (see page 28)

L button:
- Change accessory **Ys II only**

R button:
- Change ring (skipping Evil Ring) **Ys I only**
- Change magic **Ys II only**

SELECT button:
- Toggle status display on/off

START button:
- Open Camp Menu (see page 26)
- Skip movie scene

Controls when reading character/monster notebook:

- Up button & down button: Previous/next selection
- Left button & right button: Previous/next page
- ◉ button: Close notebook
- L button & R button: Switch notebooks (characters ↔ monsters)

Combat

Although Adol learns magic in Ys II, the majority of combat in this game is fought using the "Bump System." Basically, Adol attacks enemies by running into them, without pressing any buttons. The success of his attack is determined by his trajectory and/or the angle of impact: a head-on strike will likely cause Adol to take damage, but if the enemy is struck off-center or from an odd angle, attacks against it will prove successful.

Enemies can also be struck from behind or from the side with little risk of resistance – though this technique can backfire if Adol is pitted against an enemy with a large amount of health, since it will quickly turn to face its attacker.

In Ys II, Adol is able to strike enemies successfully almost 100% of the time by approaching from a diagonal direction.

Long, long ago, there was an ancient kingdom called Ys, which prospered under the auspices of two heavenly Goddesses.

Between then and now, however, the kingdom came to be known as Esteria, and its divine history was largely forgotten by all but the descendants of those who once preached the Goddesses' will. Eventually, those who called Esteria their home began mining a uniquely radiant silver from the nearby mountains, and development boomed. Towns were built, and the land became rich with life.

Then, all at once, monsters began to appear. Only a few at first – but soon enough, the land was swarming with them, and the Esterians had no choice but to hide in fear, remaining ever vigilant just to stay alive.

The cursed land of Esteria… Rumors of it spread far and wide.

Our story begins with a young man who heard these rumors, and strove to verify them with his own eyes; a young man with an adventurous spirit bolstered by his own youthful naiveté.

His name was Adol Christin.

With no regard for his own safety, Adol set sail for Esteria – and never once did he look back. Little did he know that his coming had been foretold for hundreds of years…

Isles of Esteria

Beaches sandy white and clean
contrast with trees of dazzling green
as prairies roll on far and wide
and sunlight glistens off the tide;
on sight it seems not all so dire
till one beholds that dreary spire…

Though primarily regarded as a small island nation in the Duarl Sea, Esteria is actually comprised of two separate islands connected by a small bridge: the Esterian mainland, and the much smaller Tootep Island projecting out from its southern coast. It's on Tootep Island where some of Esteria's most renowned tourist attractions sit, including Whitehorn Beach, Barbado Port and the merchant city of Minea.

Six months before the onset of this tale – shortly after the Esterians began mining silver from the Rastin Mine near Bagyu Ba'dead – the entire land quickly became a haven for demonic creatures. Esteria was soon branded as a doomed country, cursed to slowly and terrifyingly wither under the rule of inhuman monstrosities…

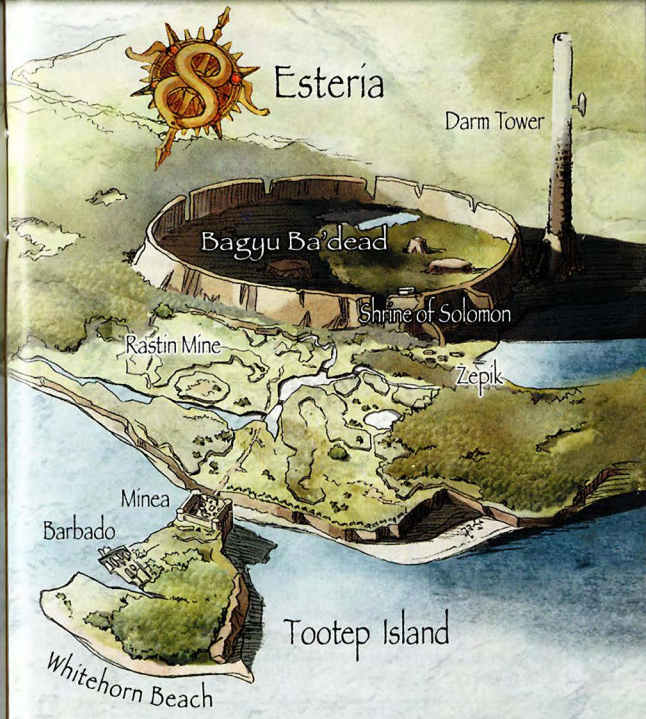
The Stormwall

In peaceful times, Esteria's location couldn't be more idyllic: only 40 krimelye off the coast of Promalock Harbor, one of northern Europe's foremost trading hubs. Unfortunately, these are not peaceful times; monster infestation aside, the already misty sea voyage between the two bodies of land has lately been afflicted by neverending storms—storms which tear asunder any ship that dares set sail from Esteria to Promalock (or vice versa). This "Stormwall" is thought to be impenetrable, and has cut off all contact between Esteria and the Europan mainland since it first appeared six months before our story begins.

Barbado Port

What began as a simple fishing village on the coast of Esteria quickly bloomed into a prosperous port town after a vein of peculiarly vibrant silver was first unearthed. Suddenly, trade was booming, with a steady stream of merchants from mainland Europe constantly coming and going. All of that stopped, however, when the Stormwall and the monsters appeared; trade routes were suddenly cut off, and the Barbado townsfolk scrambled to survive amidst the hellish chaos. The younger and more headstrong among their ranks banded together to form a militia in a (possibly vain) effort to keep their elders safe and their borders unbreached. And ultimately, what began as a humble fishing village wound up, again, as little more than a fishing village…but with a pervading sense of dread that was never present before.

The Land of Esteria



Merchant City of Minea

With thick walls surrounding it on all sides, Minea fast became the safest place to live after the monster outbreak. Home to a clinic, an armory, a weaponsmith, a bustling tavern, a fortuneteller's pavilion and a shady pawn shop alike, Minea is truly the ideal hub for any adventurer unlucky enough to be trapped on its side of the Stormwall. The streets can get a bit crowded, though; after the closure of the Rastin Mine and subsequent attacks on the nearby village, all the displaced miners and their families migrated here, trusting Minea's walls to keep them safe from any further harm.

Bagyu Ba'dead

Once, there was said to be a tall mountain in Esteria which went by the name "Mount Precious." Now, all that remains of it is Bagyu Ba'dead – a perfectly round crater over 2000 melye in diameter. Old legends describe the mountain as being more than three times the height of Bagyu Ba'dead at its tallest spot – a recurring theme, it seems, since the Shrine of Solomon on its border is also rumored to have once been over three times as big as it is today. One would expect the center of this crater to be volcanic in origin; instead, it seems almost as if a massive mountain did once stand here, yet was somehow torn from the earth and spirited away…

Shrine of Solomon

The only true remaining relic of Esteria's ancient past, older even than the Tower of Darm (which is more a relic of monsters than of man). Solemnly stands at the foot of Bagyu Ba'dead, giving historians a rare look into the architectural sensibilities of the ancient Esterians. Upon entering the Shrine, one is greeted only by a narrow corridor with six Goddess statues evenly spaced along its wall. The outside of the building suggests a much, much larger interior, but nowhere within this tight space are there any doors, stairs or secret passages of any sort; and never in its long history has any Esterian archaeologist found evidence to suggest that any other part of the Shrine contains sealed chambers, hidden rooms or anything other than solid rock. Truly, its existence is riddled with mystery…

Tower of Darm

Believed to have been built by monsters 700 years before our story begins, this tower is so incomprehensibly tall that it's clearly visible even from Promalock Harbor. Those who have seen it from afar call it "the devil's tower," and have come to regard it as symbolic of the curse upon the Esterian countryside. And those who see it up close invariably agree that a structure this massive and impossible could not have been built by human hands…

The Black Pearl

An item from deep within the lore of Ys, dating back approximately 800 years. First written of in accounts of the world's creation (or the creation of Ys, at the very least), this unusual artifact is best likened to a living obsidian; it resembles no creature known to man, yet feels very much alive and aware, producing an eerie, dull glow that's almost mesmerizing. Its true nature is unknown.

The Twin Goddesses

The two beautiful young daughters of the Moon Goddess, and the original founders of Ys. Supposedly used the mysterious powers of the Black Pearl to enact innumerable miracles for the benefit of the nation.

The Six Priests

During the time of creation, these six men served as representatives of humanity and liaisons to the Goddesses. They are, from left to right: Hadal who governs Earth, Tovah who governs Power, Dabbie who governs Light, Mesa who governs Time, Gemma who governs Wisdom, and Fact who governs Spirit. Essentially, these six men served as humanity's voice during the crucial formative years of Ys society, and were appointed different areas of focus by the Goddesses to ensure that mankind had a democratic say in all aspects of the country's leadership.

Adol Christin

A 17-year old swordsman and adventurer immediately identifiable by his flaming red hair and clear black eyes. Born in a small, nameless mountain village in northeastern Europe, he set out for adventure shortly after turning 16 and finally shipped off from Promalock to the cursed land of Esteria after a year and a half of travel on foot.

Reah

A harmonica-playing troubadour. Eventually settled into a corner of Minea City and began playing beautiful music for all the citizens there. No one is able to pinpoint exactly when she first showed up, however – and no one knows a thing about her past.

Feena

A mysterious young woman who was found imprisoned in a magically-sealed dungeon, locked alone in a cell with only a bizarre, ritualistic mask to keep her company. Remembers only her name; everything else is a blank to her.

Lilia

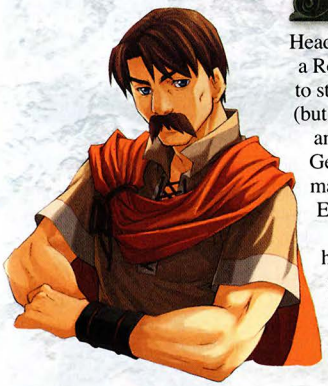
A beautiful and kindly young girl who witnesses Adol's arrival in Ys and comes to his aid. Although she doesn't know it, she's actually suffering from a very serious disease that may soon claim her life…

Dogi

Right-hand man to Goban, the head of the thieves. Boasts a peppy attitude and nearly superhuman strength. Went into the Tower of Darm in search of treasure quite some time ago, but has yet to return.

Dark Fact

A descendant of Fact, the Priest of Spirit. From the very beginning, his parents strongly opposed the mining of mystic silver, citing old teachings from the heyday of Ys. "The mystic silver corrupts the hearts of men," they said. "We mustn't go near it!"
But the miners were obstinate, and eventually grew so enraged at the opposition that they killed Dark Fact's parents in cold blood. Since that day, no trace of Dark has been seen.

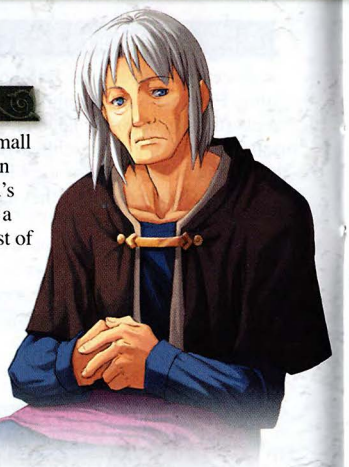


Goban

Head of a band of thieves. A bit of a Robin Hood type, sworn never to steal from the weak or destitute (but more than happy to steal from anyone who's "asking for it"). Generally a kind and honorable man, but he's still a thief, so the Esterians still tend to pile their fears and accusations upon him and his men. Hides out in a bunker at the base of Darm Tower, where no sane man is likely to tread.

Sara Tovah

Minea's resident fortuneteller, and a descendant of Priest Tovah. Has seen the return of an ancient evil in her crystal ball, and now awaits the arrival of the legendary brave soul who's destined to fight against it.



Jeba Tovah

An old woman living in the small village of Zepik on the main island of Esteria. She's Sara's aunt, which also makes her a descendant of Tovah, the Priest of Power.

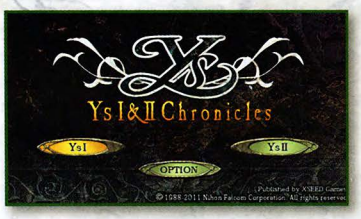
Maria

A young woman from the mountain village of Ramia in the land of Ys. Was chosen by demons as a human sacrifice, and taken to the Campanile of Lane to await her demise.

Tarf

A mischievous young boy from the Colony of Lava in the land of Ys. Has a great love for adventure and an overwhelming sense of curiosity, both of which may have contributed to his recent kidnapping and imprisonment. It's up to Adol to save his life!

Ys I & Ys II



Upon first starting the game, you'll be prompted to select which of the two Ys games to play. As Ys II is a direct sequel to Ys I, it is highly recommended that players unfamiliar with the overall storyline complete Ys I prior to playing Ys II.

Also, while most aspects of gameplay are identical between Ys I and Ys II, there are certain elements of play which are unique to one game or the other. In these cases, the section of the manual explaining these elements will be marked with an **Ys I only** or **Ys II only** symbol.

• Main Menu

Prior to starting the game, it is highly recommended that you ensure a Memory Stick Duo™ or Memory Stick PRO Duo™ storage medium is placed in the PSP® system's Memory Stick Duo™ slot. If this storage medium is inserted after the game has already been started, any System Data already saved upon it – including Game Clear data – may be overwritten without prompting.

Shortly after the game is first started, you will be presented with the following three choices:

Ys I Takes you to the Ys I title screen.
Ys II Takes you to the Ys II title screen.
Option Opens the game's OPTION menu (see page 30)

Saving

Saved data for *Ys I & II Chronicles* consists of one System Data file and a variable number of Game Data files. At least 128 KB of free space is required to save System Data. An additional 576 KB is required for each Ys I Game Data file, and an additional 448 KB is required for each Ys II Game Data file.

System Data

Contains a record of information that affects all players sharing the same storage medium. This information includes:

• Configuration Settings
Saved automatically both when a Game Data file is saved and when either Ys I or Ys II is played to completion. These settings are alterable in-game through the OPTION menu, on the title screen for either game, or on the *Ys I & II Chronicles* Main Menu. For more details, see page 30.

• Clear Data
Saved automatically when either game is played to completion. Clear Data for Ys I is required to play Ys I's Time Attack mode, and Clear Data for Ys II is required to play Ys II's Time Attack mode. For more information on Time Attack mode, see page 19.

• Mascot Data Ys II only
Saved automatically both when a Game Data file is saved and when Ys II is played to completion. Determines whether or not to display a mascot, which mascot to display, and where to display it. For more information, see page 30.

• Time Attack Records
Saved upon choosing "Save & Quit" after successfully completing a Time Attack run in either game. For more information on Time Attack mode, see page 19.

Please note that System Data is loaded automatically upon first starting up *Ys I & II Chronicles*. If it becomes necessary to swap out storage media during play, however, you may load System Data manually through the "Option" screen in the game's Main Menu. See page 30 for more details.

Game Data

Contains a saved gameplay session, allowing you to resume your adventure exactly where you left off. Game Data files from Ys I are not accessible in Ys II, and Game Data files from Ys II are not accessible in Ys I. Game Data files may be saved from the Camp Menu at almost any time during regular gameplay (with the notable exception of during boss battles). See page 26 for further details.

Title Screen

After selecting a game from the Main Menu, the appropriate title screen will be displayed. Choosing an option from the menu that appears on this title screen will determine how play continues.

↑ Ys I title screen

↑ Ys II title screen

New Game – Begin the game from its onset.

❶ Immediately after selecting this option, you'll be asked to choose a game mode. These are as follows:

- **Chronicles** – All character portraits and movie scenes you encounter during gameplay will be presented in a lighter, more modern style designed specifically for *Ys I & II Chronicles*.
- **Complete** – All character portraits and movie scenes you encounter during gameplay will be presented with the more stylized, more "retro" look previously used in the Japan-only PC title *Ys I & II Complete*.

❷ After selecting a game mode, you'll then be asked to choose one of the following difficulty levels:

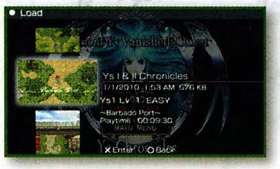
- **Easy** – Designed for beginners. Enemies can be defeated much more easily on this difficulty level. (Ys II only Changing equipment and using items during boss battles is also permitted, but only in Ys II.)
- **Normal** – Standard difficulty. This is the experience recommended for most players.
- **Hard** – Enemies are given a significant boost to their strength and defense, making this a very difficult experience indeed!
- **Nightmare** – For experts only. Failure is a near certainty for all but the most seasoned of Ys veterans.

Finally, after selecting a difficulty level, the opening movie will begin playing. At any time during playback, you may press the START button to skip this movie.

WARNING! Neither the selected game mode nor the difficulty level may be changed during gameplay. Choose wisely, as the only way to alter either of these settings is to restart the game entirely!

Loading

Brings up a list of all saved Game Data files pertaining to the currently-selected Ys title. Simply select the desired file to resume gameplay from where you left off.



↑ Ys I load screen

↑ Ys II load screen

Time Attack

Play through Time Attack mode for the currently-selected Ys title. This option is only made available after successfully completing the game. See page 19 for details.

Option

Alter the game's configuration settings. See page 30 for details.

Main Menu

Return to the *Ys I & II Chronicles* Main Menu screen. See page 15 for details.

Time Attack

Sometimes called "Boss Rush," Time Attack mode allows you to challenge every boss from the currently-selected Ys title in rapid succession, with the goal of trying to beat your best time. Only if you can survive the onslaught will your time be recorded at all!

Time Attack mode is not available from the start of the game; rather, it only becomes available for Ys I after successfully completing Ys I, and only becomes available for Ys II after successfully completing Ys II.

Best Time Display

Selecting "Time Attack" from the title screen menu displays a list of times recorded thus far for each of the currently-selected game's boss battles, as well as the total time recorded for the entire set. Two times are displayed in each row: The one on the left represents the time from the most recent successful completion of Time Attack mode, and the one on the right represents the best time recorded thus far. If Time Attack mode has not yet been completed at all, default values will be shown here.

Recording Your Victory

After successfully completing Time Attack mode, you'll be given the option to save your accomplishment. Selecting "Save & Quit" will ensure that your current times show up in the left column of the Best Time Display – and if any records have been broken, those times will be mirrored in the right column as well.

Quitting During Time Attack

Pressing the START button during Time Attack mode opens the Camp Menu (see page 26), from which you can return to the currently-selected game's title screen or to the *Ys I & II Chronicles* Main Menu.

Game Screen

The screenshot shown below is indicative of normal gameplay during the course of *Ys I & II Chronicles*.

Movement

Adol can be moved using the directional buttons or analog stick. When using the directional buttons, movement is limited to 8 directions. With the analog stick, full 360-degree movement is possible. If you'd prefer to limit movement to 8 directions even when using the analog stick, you may elect to do so in the game's OPTION menu at any time.

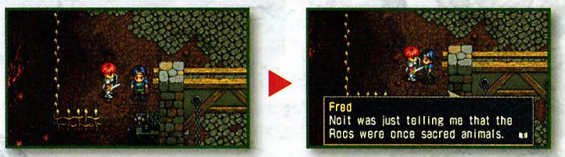
By default, Adol runs at a breakneck pace. If you wish to walk more slowly, you may press and hold the ○ button while moving. If you'd prefer Adol to walk by default and hold the ○ button to run, you may adjust his "Normal Movement" appropriately in the game's OPTION menu at any time. See page 30 for more information on the OPTION menu.

Playing the Game

Interaction

Speaking

- Simply run into a friendly townsperson (or nonaggressive monster), and conversation will commence.



Interacting

- **Opening Treasure Chests**

Running into a treasure chest will open it. If the treasure chest is locked and you do not possess the appropriate key, a message will pop up advising you as such.

- **Opening Doors**

Running into a closed door will open it. If the door is locked and you do not possess the appropriate key, a message will pop up advising you as such.

- **General Interaction**

Some background elements can be interacted with as well. Simply running into certain objects will result in an appropriate message being displayed and/or an item being acquired.

Attacking Enemies

Most combat in Ys I & II (including the majority of boss encounters) is performed through the "Bump System," which involves running into enemies without pressing any buttons. For more information on this unique approach to battle, see "Combat" on page 4. Some enemies are not susceptible to ordinary sword hits, and must instead be struck with Fire magic. For more information on magical combat, see below.

Giving Gifts Ys II only

If you run into a townsperson while any of a number of "givable" items is equipped, you'll be presented with the option to hand over that item as a gift. Doing so will help endear you to that character, and may yield important information, advice, a free healing item and/or a rare, unlockable mascot.

For details on equipping items, see the "ITEM" section on page 28.

Using Magic Ys II only

As you progress through the game, you'll learn a variety of magic spells (six in total), which come in two different varieties:

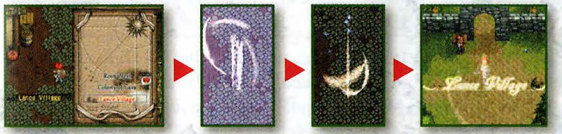
❶ **Active spells** do not take effect until they are actively cast by way of the ⊗ button. Each time these spells are cast, a set amount of MP will be drained. If you do not have enough MP to successfully cast the selected spell, nothing will happen.

- **Fire Magic**
  The magic of Tovah, the Priest of Power. With this magic equipped, you can shoot fireballs by pressing the ⊗ button. Alternatively, you can press and hold the ⊗ button, then let go after a few seconds to deliver a charged shot, which deals significantly more damage.

↑ Fireball

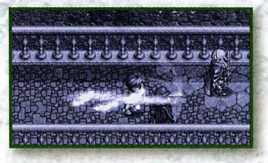
↑ Charged fireball

- **Return Magic**
  The magic of Hadal, the Priest of Earth. With this magic equipped, you can press the ⊗ button to bring up a list of all the villages and other friendly gathering places you've visited thus far. If you select a location from this list and press the ⊗ button again, you will be instantly transported to that location.



↑ Choosing a location from the list

- **Time Magic**
  The magic of Mesa, the Priest of Time. With this magic equipped, you can press the ⊗ button to freeze all enemies in their tracks for a short period of time.



❷ **Passive spells** take effect merely by equipping them. These spells will slowly drain your MP while equipped, and their effects will be canceled should your MP fall to 0.

- **Light Magic**
  The magic of Dabbie, the Priest of Light. While this magic is equipped, a ball of light will circle around you, illuminating the darkness and revealing any hidden exits.

- **Alter Magic**
  The magic of Gemma, the Priest of Wisdom. While this magic is equipped, you will be transformed into a nonaggressive creature known as a "Roo." Roos are friends to both human and demon alike, and taking this form will allow you to converse with demons in lieu of attacking them.

- **Shield Magic**
  The magic of Fact, the Priest of Spirit. Erects a protective wall around you, thoroughly mitigating damage from enemies.

PLEASE NOTE: It is possible, when playing Ys II, to acquire the Fire wand before you've been granted the ability to use magic at all. If this happens, you'll find yourself unable to cast the Fire spell, since you won't yet have any MP. But don't panic! Once you've been blessed with magical ability by the Goddesses, you'll still have the Fire wand, and will—at long last—be able to throw fireballs to your heart's content!

HP & MP Recovery

HP will regenerate, slowly, if you stand perfectly still in a town, field or other open-air location; though this will not occur in most buildings or dungeons without a specific accessory equipped. HP recovery is also possible by using certain items, such as Herbs and Apples.

MP recovery **Ys II only** is possible through the usage of a "Roda Fruit," or by soliciting rest or healing from townsfolk. There are also other story-driven locations within the game where both HP and MP may be fully recovered.

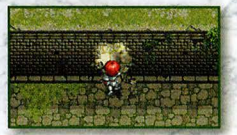
Equipment

Throughout the course of Ys I & II, you will acquire many different types of swords, shields, armor, rings **Ys I only**, magic wands **Ys II only** and accessories **Ys II only**. Simply possessing these items, however, is not enough to make use of their powers; you must be certain to equip them! For more information on equipping these various items, see the "EQUIP" section on page 27.

Using Items

Any item in your inventory can be equipped from the ITEM screen. Once an item has been equipped, you may use it at any time during regular gameplay by pressing the △ button.

↑ Equipping an item



↑ Using that item

PLEASE NOTE that items cannot be used during boss battles except in Ys II on the Easy difficulty level.

In addition to usable items, there are also passive items (such as keys) that take effect without any need for equipping (i.e. if you have a key in your possession, you may simply walk through the corresponding door; the key will be used automatically).

For more details on items, see the "ITEM" section on page 28.

Game Over

If Adol's health points (HP) should drop to 0, he will fall over and drop his equipment, and the "Game Over" screen will appear. When this happens, two options become available:

- **Load**
  Opens a list of previously-saved gameplay sessions, allowing you to retry from an earlier point in the story (assuming you saved, of course!).
- **Title**
  Returns you to the title screen for the selected Ys game.

Pressing the START button during gameplay will open the Camp Menu.

FILES

This menu allows you to save, load or erase progress to/from a Game Data file, return to the title screen or return to the *Ys I & II Chronicles* Main Menu.

Game Data Details

1. Ys I or Ys II, Adol's level, difficulty level
2. Save location
3. Play time

- **SAVE**
  Save your progress to a Game Data file on the available storage medium.
- **LOAD**
  Load a previously-saved Game Data file from the available storage medium.
- **ERASE**
  Delete a previously-saved Game Data file.
- **TITLE**
  Return to the title screen for the selected Ys game.
- **MAIN MENU**
  Return to the *Ys I & II Chronicles* Main Menu.

EQUIP

Selecting this option opens the EQUIP screen, from which you will be able to equip or unequip weapons, armor, shields, rings **Ys I only**, magic wands **Ys II only** and/or accessories **Ys II only**.

† EQUIP screen (Ys I)

To equip an armament, simply position the cursor over it and press the ⊗ button. A blue square will appear around it with the word "Equip" written at its base, indicating that Adol now has the armament readied for battle. The status display on the top-left corner of the screen will change to reflect any increase or decrease to Adol's strength and/or defense, as well as any unique effects the equipment may add to Adol's arsenal (shooting fireballs, recovering HP in dungeons, etc.).

† EQUIP screen (Ys II)

ITEM

Selecting this option opens the ITEM screen, from which you can equip an item for use in normal gameplay.

ITEM
<<Mask of Eyes>>
Stone mask with inset jade. Hides enemies, but reveals secrets.
Indicator that item is equipped
Description of highlighted item

↑ ITEM screen (Ys I)

To equip an item, simply position the cursor over it and press the ✕ button. A blue square will appear around it with the word "Equip" written at its base, indicating that Adol now has the item readied for use during gameplay.

There are three different types of items in Ys I & II:

❶ Passive items, which are used automatically when needed (keys, event items, etc.).

❷ Active items, which take effect immediately upon being equipped and will continue to display their effects until unequipped (masks, amulets, etc.).

❸ Consumable items, which may be used at the player's discretion after equipping by pressing the △ button during standard gameplay.

↑ ITEM screen (Ys II)

NOTE

Selecting this option opens the in-game notebook, from which you can review basic information about all the characters you've met and monsters/demons you've fought thus far.

When viewing notebook pages, you may press the up button and down button to cycle through the available selections, the left button and right button to flip to a different page, or the L button or R button to switch between the character notebook and the monster/demon notebook.

- **Character Notebook**
  Contains basic information on every character with whom Adol has spoken thus far.

Currently viewing
2/8
Terrance
Rebecca
Dabby
Cheryl
Mason the Trader
Sylvia
Barald
Karin
Granny Doris
Rosh
Prim
Fana
NO. 13
Terrance
A pessimistic young man from Barbado. The sudden troubles in Esteria really shook him up. Wants to move to Minea with his family, but always musses out when he considers the monsters along the way.
NO. 14
Rebecca
Terrance's wife, and Danny's mother. Born and raised in Barbado, and is a real beach babe at heart, but worries for the safety of her son. Can't decide if moving to Minea is the right decision.
Select
Page
Back
Switch
Information on selected characters

- **Monster/Demon Notebook**
  Contains basic information and statistics on every monster (Ys I) or demon (Ys II) Adol has fought thus far.

OPTION

Selecting this option opens the configuration menu, wherein you may adjust any number of audio, video and/or gameplay options.

Display

- **EXP Display** – How experience points are depicted when Adol's status display (SELECT button) is enabled.

  Total – Total amount of experience points Adol has earned during gameplay thus far.

  To Next Level – Amount of experience points Adol must yet earn for his next level-up.

- **Wall Transparency** – How the game displays characters and enemies (as well as Adol) when their locations have them hidden behind walls or other obstacles.

  Solid – Realistically refrains from displaying the characters/enemies at all.

  Adol Visible – Displays a semi-transparent image of the characters/enemies. (Note that some town/village areas do not support wall transparency, but ALL dungeon areas do.)

- **Monster Stats** – Toggle (Display/No Display). Determines whether or not monster statistics are shown when Adol's status display (SELECT button) is enabled.

  PLEASE NOTE that this option may ONLY be toggled during gameplay proper (it is not available in the Main Menu), and will ONLY take effect if and when Adol finds and uses an item called the "Bestiary Potion."

- **Blood Effects** – Toggle (On/Off). Determines whether or not blood effects are shown when monsters/demons are defeated.

- **Mascot** Ys II only – Mascots are character sprites dangling from strings which can be used to decorate your screen during gameplay. Selecting this option opens a menu from which you're able to toggle the mascot display on/off, select which mascot to display (only one at a time!) and/or adjust the mascot's location on the screen. Please note that only a small number of mascots will be available from the start of the game; the others are "silently" unlocked through various hidden gameplay triggers.

Sound

- **BGM Type** (Chronicles, Complete, PC-88 Original)
  Determines which of the three included versions of the Ys I & II soundtracks to play. "Chronicles" is the newest, created specifically for this game; "Complete" is an all-synth version composed for the Japan-only PC release of *Ys I & II Complete* in 2001; And "PC-88 Original" is the original chiptune version, appearing in the very first 1987 and 1988 releases of Ys I and Ys II, respectively. This setting may be altered on the fly during gameplay, at any time.

- **BGM/SFX**
  Volume sliders for the game's background music and sound effects.

Movement

- **Normal Movement (Run/Walk)**
  Determines whether Adol walks or runs by default.

- **Directional Movement (360 Degree/8-Directional)**
  Determines whether the analog stick allows for 360-degree movement or is limited to 8 directions only.

Load (Main Menu only)

- Loads System Data from the available storage medium. Since System Data is automatically loaded when the game starts up, this option is generally unnecessary. However, if you should ever swap storage media during gameplay, it is recommended that you return to the Main Menu and select this option right away, lest any existing System Data on the new storage medium be inadvertently overwritten.

CAUTION: Game Spoilers Ahead!

(If you're ready, read this guide from the back of the manual.)

11F You'll have to backtrack a bit to the solitary room on 11F where Luta Gemma is hiding from monsters. If you haven't yet read the fifth Book of Ys, equip the Monocle, then the book (yes, with the Monocle, you can double-equip items). Read it, then speak with Luta to receive the **Blue Amulet**. This is very, very easy to miss, so be sure not to forget – it's a long way back down here if you make it all the way to 25F without the Blue Amulet!

19F Make sure the Blue Necklace is equipped and grab the **Battle Armor**.

20F The most powerful sword in the game, the **Flame Sword**, can be found here. You won't have very long to enjoy it, however, so make it count during the upcoming boss battle!

21F Penultimate battle time! Your foes are the twin demon heads, **Yogleks & Omulgun**. The trick here is to attack only the head that appears in gold, as the other is a mere decoy. Once these two are defeated all that remains is the final confrontation.

25F The final battle against **Dark Fact** awaits – but the game still has a few tricks up its sleeve! If you're wearing the most powerful equipment, you're guaranteed to lose this fight. **In order to defeat Dark Fact, you must be wearing the silver equipment.** In addition, **you must have the Blue Amulet equipped** in order to open the door to his chamber. If you don't have the silver equipment, you can find it on floors 7, 9 and 13 – and if you don't have the Blue Amulet, you'll need to backtrack to 11F and speak with Luta Gemma.

If you're properly equipped (and level 10), the battle shouldn't be particularly difficult – but it's definitely a little trickier than the game's other boss confrontations. Each time you strike Dark Fact, the piece of floor you're standing on will crumble away. If you don't keep moving, you'll fall to your death – and if you're not careful, you'll trap yourself in a corner. Pay careful attention to Dark Fact's movements and plan your strikes accordingly.

Once he's defeated, you'll find the final **Book of Ys** in the folds of his cape. Equip the Monocle and read this sixth book (and any other books you haven't yet read) in order to complete the game.

Congratulations! You've conquered the challenges of Esteria!

The land of Ys lies before you now, along with a whole new set of difficulties to overcome. And for those new adventures, I'm afraid you're on your own. But with the knowledge you've learned and the gameplay techniques you've mastered, I'm certain you'll be able to traverse the road ahead and solve the mysteries of this ancient land without need of any further guidance.

Best of luck to you, Adol Christin! To Ys – and beyond!

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Noriyuki Chiyoda
KureEiji
(Kure Software Koubou Corporation.)
Umekichi
(Kure Software Koubou Corporation.)
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Nobuhiro Hioki

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Tomoya Sawamura
Hiroyuki Yabuki
Hidenori Tanaka
Atsushi Takai

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Hayato Sonoda
Takahiro Unisuga

Music Performers / jdk BAND
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Violin : Akiko Nagano
Guitar : Masaru Teramae
Guitar : Mikihito Tanaka
Guitar : Terukazu Inoue
Bass : Atsushi Enomoto
Drums: kotarow Hatanaka
Recording : Kazuhiro Miyasaka
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Ys I & II Chronicles
PSP® (PlayStation®Portable) system

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Ys I & II, like many adventure games and RPGs of the era, can be wonderfully obtuse, requiring you to play detective and piece together a series of subtle clues in order to figure out what you need to accomplish next. For many, this will be a welcome change from the hand-holding common in today's games; but for others, it may cause brain-melting frustration. And so, this guide was born!

As Ys I is particularly guilty of rampant obtuseness, this guide will cover its entirety, from beginning to end. Though story details will be kept to a minimum throughout, **there are still significant spoilers in this guide**, so read the following pages *ONLY* if the need should arise, or if you're already very familiar with the game.

A Complete Guide to Ys I

Barbado Port

Event Speak with Slaff to begin the game's story in earnest.

Secret Speak with every OTHER villager in Barbado BEFORE speaking with Slaff to get a free **Short Sword** out of the deal. If you missed anyone, just go back and talk with them, then talk to Slaff again – he'll still give you the sword.

City of Minea

Event Equip yourself with a sword, shield and armor (remember to equip them after you buy them, or you will be unable to proceed with the story!), then speak with Sara the fortuneteller and accept her quest to find the Books of Ys. You will receive **Sara's Crystal** and 100 EXP.

Secret Pim, of Pim's Pawn, can be talked into lowering his prices…with enough persistence. Simply select an item to purchase, then when asked if you wish to buy it, select "No." Do this nine times, and Pim will discount his entire inventory by 10% for the remainder of the game. The same rule applies for selling items to Pim – when asked to confirm if you wish to sell, select "No" nine times for a 10% increase in his offered price.

Event Purchase the **Sapphire Ring** from Pim's Pawn, then return it to Donis at the pub for easy cash and 150 EXP.

Field

Treasure Although one treasure chest in the field is locked, there's another that isn't which contains the **Bestiary Potion**. You can also find a **Golden Vase** at the edge of the lake south of Zepik Village which can be sold to Pim in Minea for a cool 2000 Gold (2200 if you haggle).

Zepik Village

Event Speak with Jeba Tovah to receive the **Shrine Key**.

Event Speak with Mayor Robels to learn that the village's treasure, the Silver Bell, has been stolen.

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Event Speak with Iris to learn that her husband, Luta Gemma, has gone missing.

Shrine (see maps at right)

Boss As long as you have Sara's Crystal in your possession, you can touch the gold statue ❶ to enter the Shrine. Therein, you'll be able to use the Shrine Key to open the door and fight the game's first boss, **Jenocres** ❷. As long as your equipment is good and your level is high enough, this should be an easy battle. If you're having difficulty, however, level-up and try again; the level cap in Ys I is only 10, so even one level makes a tremendous difference.

Treasure There's a large amount of treasure to be found within the Shrine, including the **Treasure Box Key** ❸ on B2F (which is required to unlock treasure chests throughout the remainder of the game). You'll also find the **Prison Key** ❹ and **Silver Bell** ❺ on the same floor, the **Necklace** ❻ (salable) on B1F, and the **Shield Ring** ❼ and **Ruby** ❽ (salable) on 1F.

Event Unlock the prison cell in the northeast corner of B1F ❾ to free a girl named Feena from captivity. Offer to lead her back to Zepik Village. Before you leave her cell, though, be sure to open the treasure chest and pick up the **Mask of Eyes** ❿.

Secret Feeling a bit randy? There's a short dead-end corridor on the northwest side of B1F. Push Feena against the wall at the end of this corridor ⓫ if you've been dying to know her measurements…

Zepik Village

Event After dropping off Feena, return the Silver Bell to Mayor Robels and he'll give you the **Power Ring** as a token of his thanks.

Barbado Port

Event Revisit Dr. Bludo's clinic to find Luta Gemma, fresh from his most recent sleepwalking incident. The doctor will offer to hire Luta an escort for his return to Zepik Village, but he'll refuse.

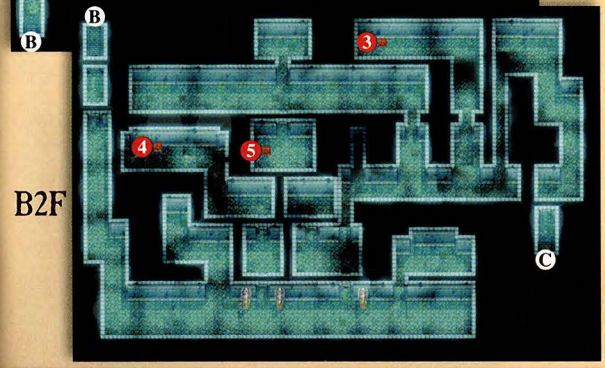
Secret Report back to Slaff in the Militia HQ for a free **Talwar** – the most powerful weapon available at this point in the game.

Field

Treasure Now that you have the Treasure Box Key, you can open that previously-locked chest out in the field to find a **Piece of Paper** with unreadable scribbles on it. This is an item with a particularly obscure usage, which will be covered later in this guide.

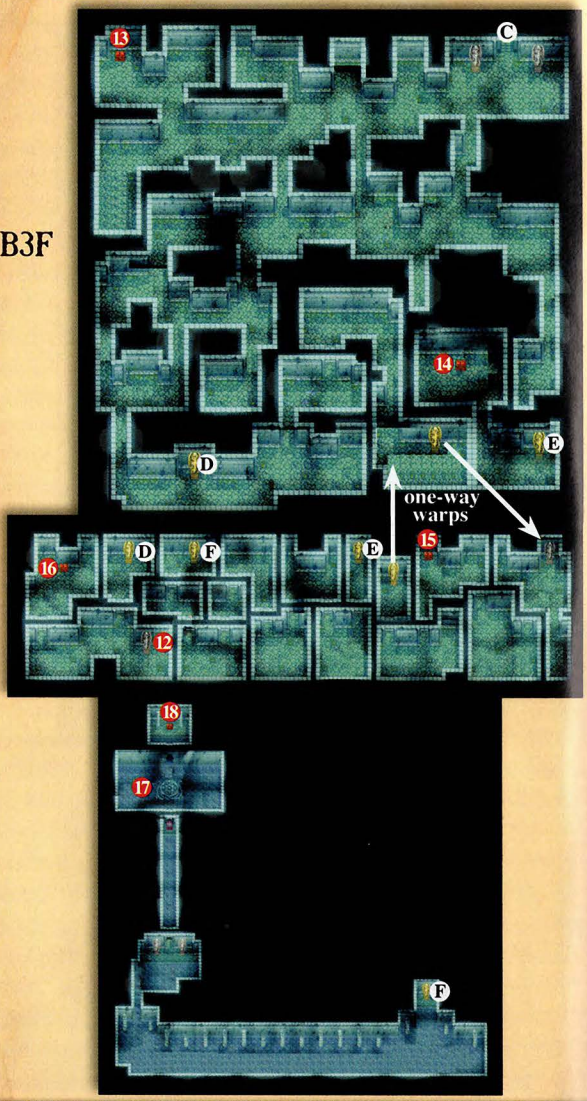
Event In the western part of the field, south of the Roda Tree, you'll find Luta Gemma under attack by monsters (you'll know you're in the right place if you hear ambient combat noises). Save him for a free ride back to Zepik Village and 500 EXP (and some suggestive words from his wife, to boot!).

Shrine



Shrine

B3F



Shrine (see maps at left)

Event Treasure aside, B3F seems to hold nothing but Goddess statues, each of which warps you to a different part of the Shrine… except one. One of the Goddess statues 12 seems to serve no purpose at all. If you should don the Mask of Eyes in its presence, however, you may find a new path open to you…

Treasure On B3F, you'll find the **Ivory Key** 13 and **Marble Key** 14, both of which will be needed to reach the boss. You'll also find the **Silver Shield** 15 here, as well as a **Heal Potion** 16 if you need one.

Boss Beyond the doors of ivory and marble, you'll face off against **Nygtilger** 17, the game's second boss. This guy is a real pushover, and should give you no real trouble. Once defeated, you'll acquire the first **Book of Ys** 18.

City of Minea

Event Return to Fortuneteller Sara's pavilion, where Old Man Franz will present you with some bad news, but also give you the second **Book of Ys** and advise you of your next goal: the abandoned mine at Rastin.

Zepik Village

Event Speak with Jeba to have the two Books of Ys deciphered. You can also meet with Feena at the dock for a short cutscene.

Abandoned Mine

Treasure Rastin may have been a silver mine, but it's a goldmine when it comes to treasure. Within its depths you'll find the **Silver Armor**, **Timer Ring**, **Heal Ring**, **Silver Harmonica**, **Roda Tree Seed** and **Darm Key** (as well as two optional **Heal Potions**, if you need them). Make sure you don't miss the Silver Harmonica, Roda Tree Seed and Darm Key as they'll prove absolutely essential for the next boss (whom you absolutely should not fight just yet!).

City of Minea

Event Return the Silver Harmonica to Reah, atop the town's ramparts. This is not optional – unless Reah plays her harmonica, the Roda Trees never awaken and the story cannot progress.

Secret Remember that Piece of Paper you found in the field? Equip it, speak with Reah, then immediately use it before walking away. Reah will identify it as a poem she wrote a long time ago, and will be very grateful to get it back from you. You'll even be treated to a dramatic reading of it once you leave the area.

Field

Event Eat the Roda Tree Seed, then speak with the younger of the two Roda Trees south of Zepik Village to receive the

Silver Sword. This weapon will prove absolutely essential for defeating the next boss, so don't forget to equip it!

Abandoned Mine

Boss With the Silver Sword, Silver Armor and Silver Shield equipped, it's time to face off against **Vagullion** at the bottom of the mine. This is one of the toughest bosses in the game, requiring excellent timing to defeat (and virtually impossible without the Silver Sword). Once you take him down, make certain not to leave without the third **Book of Ys**.

Zepik Village

Event Have Jeba decipher the third book, and you'll learn that the remaining volumes can all be found within the Tower of Darm. Evidently, the thieves have set up their headquarters at its base and Jeba's son, Goban, is their leader. Time to go meet the thieves (if you haven't already).

Thieves' Den

Event East of the Shrine, you'll find the Thieves' Den. Speak with Goban there and tell him Jeba sent you. He'll open the way to Darm Tower for you – but only if you're wearing a full set of silver equipment. **Once you enter the tower there's no turning back**, so make sure you've done everything you can before you tell Goban to open that door (and just to be safe, you might want to save to a different slot from here on out!). **This includes making sure you own the Large Shield, Reflex and Talwar**, as you may find yourself temporarily unable to rely upon your silver equipment before the game is through…

Tower of Darm

The Tower of Darm is a spiraling labyrinth with over 20 distinct floors, and is perhaps one of the largest dungeons to be found in any video game from this era. For the remainder of this guide, all events will be identified by floor, rather than by the EVENT, TREASURE, SECRET or BOSS labels. If your health is faltering at any point, you may stand still to recover HP on any outside balcony of the tower.

2F Acquire the **Evil Ring**, but do not equip it. Without something to counteract its power, you'll instantly be killed. (Fortunately, pressing the R button to swap your ring is still safe, as the Evil Ring will always be skipped over.)

6F, Dungeon Here you'll get caught in an enemy trap and thrown into a dungeon cell with Luta Gemma, the sleepwalking poet. Your silver equipment will be stolen from you, forcing you to equip lower-level armaments. After inspecting the cell for any means of escape, you'll eventually be set free by a soon-to-be sidekick, making his first wall-crushing appearance in the Ys series. Before leaving the cell, he'll give you an **Idol** and advise you to find an old man named Raba. You won't have this item for very long, so enjoy it while you can – its invisibility effects are a real life-saver!

3F Don the Mask of Eyes when walking through the corridor of creepy statues in order to find the entrance to a hidden room. Therein, you'll meet Raba. Give him back his Idol, and he'll give you a curse-canceling **Blue Necklace** in exchange. Equip this item right away so you don't forget later – without it, you'll wind up right back in the dungeon again once you get to 6F.

7F, 9F Reacquire your **Silver Sword** and **Silver Shield**. Don't miss either one of these as the silver equipment will prove absolutely necessary in order to complete this game.

8F Boss time! Face off against **Pictimos** (a fairly simple battle that basically comes down to dodge-and-parry), then grab the fourth **Book of Ys** and the **Hammer** from the next room.

10F You'll encounter the Devil's Corridor here, where an eerie sound causes you to steadily lose HP. You can make it partway through to meet with Raba again, but you can't actually survive all the way to the end of the corridor as long as this devilish music is playing. You'll need to find some way to silence it…

10F-11F balcony To silence the Devil's Corridor, you have to find the proper column out on this balcony, and smash it with the Hammer. From the 10F balcony exit, it's two columns to the west – equip the Hammer and use it in front of this column. You'll know you hit the right one if a giant hole appears in it.

14F Boss time again! Face off against **Khonsclard** (a more difficult dodge-and-parry battle), then grab the fifth **Book of Ys** and the **Rod** from the next room.

13F Once you have the Rod, you'll be able to teleport to different areas by walking into mirrors. On this floor teleportation is required to reach 15F – but don't miss the **Silver Armor** before you go.

15F Grab the **Battle Shield** and equip it right away, as enemies will ambush you immediately after you open the chest!

Rado's Annex This mini-tower is attached to 16F by an impossibly free-standing sky-bridge. Climb to its summit and you'll encounter a door that can only be opened by one with an evil heart. Since you're far too nice to open it, you'll have to emulate wicked intent by equipping the Blue Necklace first, then the Evil Ring. The necklace will prevent the ring from killing you, and the ring will allow you to open the door. Inside you'll find Reah, who will give you a **Monocle** that allows you to read the Books of Ys yourself. Give it a whirl on the fourth and fifth books!

11F You'll have to backtrack a bit to the solitary room on 11F where Luta Gemma is hiding from monsters. If you haven't yet read the fifth Book of Ys, equip the Monocle, then the book (yes, with the Monocle, you can double-equip items). Read it, then speak with Luta to receive the **Blue Amulet**. This is very, very easy to miss, so be sure not to forget – it's a long way back down here if you make it all the way to 25F without the Blue Amulet!

19F Make sure the Blue Necklace is equipped and grab the **Battle Armor**.

20F The most powerful sword in the game, the **Flame Sword**, can be found here. You won't have very long to enjoy it, however, so make it count during the upcoming boss battle!

21F Penultimate battle time! Your foes are the twin demon heads, **Yogleks & Omulgun**. The trick here is to attack only the head that appears in gold, as the other is a mere decoy. Once these two are defeated all that remains is the final confrontation.

25F The final battle against **Dark Fact** awaits – but the game still has a few tricks up its sleeve! If you're wearing the most powerful equipment, you're guaranteed to lose this fight. **In order to defeat Dark Fact, you must be wearing the silver equipment**. In addition, **you must have the Blue Amulet equipped** in order to open the door to his chamber. If you don't have the silver equipment, you can find it on floors 7, 9 and 13 – and if you don't have the Blue Amulet, you'll need to backtrack to 11F and speak with Luta Gemma.
If you're properly equipped (and level 10), the battle shouldn't be particularly difficult – but it's definitely a little trickier than the game's other boss confrontations. Each time you strike Dark Fact, the piece of floor you're standing on will crumble away. If you don't keep moving, you'll fall to your death – and if you're not careful, you'll trap yourself in a corner. Pay careful attention to Dark Fact's movements and plan your strikes accordingly.

Once he's defeated, you'll find the final **Book of Ys** in the folds of his cape. Equip the Monocle and read this sixth book (and any other books you haven't yet read) in order to complete the game.

Congratulations! You've conquered the challenges of Esteria!

The land of Ys lies before you now, along with a whole new set of difficulties to overcome. And for those new adventures, I'm afraid you're on your own. But with the knowledge you've learned and the gameplay techniques you've mastered, I'm certain you'll be able to traverse the road ahead and solve the mysteries of this ancient land without need of any further guidance.

Best of luck to you, Adol Christin! To Ys – and beyond!

CAUTION: Game Spoilers Ahead!
(If you're ready, read this guide from the back of the manual.)

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Ys I & II Chronicles
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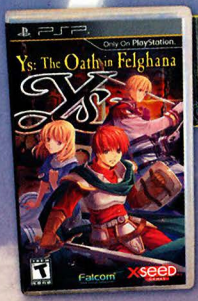

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Mild Language
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Experience blood-pumping boss battles, each requiring unique strategies to overcome.

UMD

Player 1

Memory Size 1152 KB

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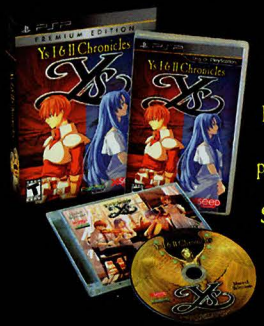

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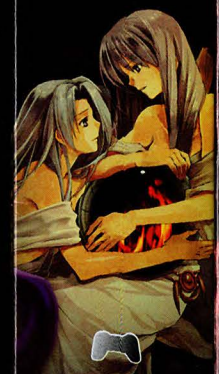

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